

Make: JavaScript Robotics



**Building NodeBots
with Johnny-Five**

Rick Waldron & Backstop Media

With Donovan Buck, Bryan Hughes, Pawel Szymczykowski, Raquel Velez, Kassandra Perch, Susan Hinton, Julian David Duque, Andrew Fisher, David Resseguie, Jonathan Beri, Emily Rose, Anna Gerber, Sara Gorecki & Lyza Danger Gardner

Javascript Robotics

Kassandra Perch



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JavaScript Robotics Backstop Media, Rick Waldron, Pawel Szymczykowski, Raquel Velez, Julian David Duque, Anna Gerber, Emily Rose, Susan Hinton, Jonathan Beri, Donovan Buck, Sara Gorecki, Cassandra Perch, Andrew Fisher, David Resseguie, Lyza Danger Gardner, Bryan Hughes, 2015-04-13 JavaScript Robotics is on the rise Rick Waldron the lead author of this book and creator of the Johnny Five platform is at the forefront of this movement Johnny Five is an open source JavaScript Arduino programming framework for robotics This book brings together fifteen innovative programmers each creating a unique Johnny Five robot step by step and offering tips and tricks along the way Experience with JavaScript is a prerequisite [Hands-On Robotics with JavaScript](#) Cassandra Perch, 2018-08-31 Leverage Raspberry Pi 3 and different JavaScript platforms to build exciting Robotics projects Key Features Build robots that light up and make noise Learn to work with Raspberry Pi 3 and JavaScript Connect your Johnny Five projects to external APIs and create your own IoT Book Description There has been a rapid increase in the use of JavaScript in hardware and embedded device programming JavaScript has an effective set of frameworks and libraries that support the robotics ecosystem Hands On Robotics with JavaScript starts with setting up an environment to program robots in JavaScript Then you will dive into building basic level projects such as a line following robot You will walk through a series of projects that will teach you about the Johnny Five library and develop your skills with each project As you make your way through the chapters you ll work on creating a blinking LED before moving on to sensors and other more advanced concepts You will then progress to building an advanced level AI enabled robot connect their NodeBots to the internet create a NodeBots Swarm and explore MQTT By the end of this book you will have gained hands on experience in building robots using JavaScript What you will learn Install and run Node js and Johnny Five on Raspberry Pi Assemble code and run an LED project Leverage JavaScript libraries to build exciting robots Use sensors to collect data from the world around you Employ servos and motors to make your project move Add internet capabilities to your Johnny Five project Who this book is for Hands On Robotics with JavaScript is for individuals who have prior experience with Raspberry Pi 3 and like to write sketches in JavaScript Basic knowledge of JavaScript and Node js will help you get the most out of this book [Learning JavaScript Robotics](#) Cassandra Perch, 2015-11-25 Design build and program your own remarkable robots with JavaScript and open source hardware About This Book Learn how to leverage Johnny Five s Read Eval Print Loop and Event API to write robot code with JavaScript Unlock a world of exciting possibilities by hooking your JavaScript programmed robots up to the internet and using external data and APIs Move your project code from the Arduino Uno to a multitude of other robotics platforms Who This Book Is For If you ve worked with Arduino before or are new to electronics and would like to try writing sketches in JavaScript then this book is for you Basic knowledge of JavaScript and Node js will help you get the most out of this book What You Will Learn Familiarise yourself with Johnny Five Read Eval and Print Loop REPL to modify and debug robotics code in real time Build robots with basic output devices to

create projects that light up make noise and more Create projects with complex output devices and employ the Johnny Five API to simplify the use of components that require complex interfaces such as I2C Make use of sensors and input devices to allow your robotics projects to survey the world around them and accept input from users Use the Sensor and Motor objects to make it much easier to move your robotics projects Learn about the Animation API that will allow you to program complex movements using timing and key frames Bring in other devices to your Johnny Five projects such as USB devices and remotes Connect your Johnny Five projects to external APIs and create your own Internet of Things In DetailThere has been a rapid rise in the use of JavaScript in recent times in a variety of applications and JavaScript robotics has seen a rise in popularity too Johnny Five is a framework that gives NodeBots a consistent API and platform across several hardware systems This book walks you through basic robotics projects including the physical hardware builds and the JavaScript code for them You ll delve into the concepts of Johnny Five and JS robotics You ll learn about various components such as Digital GPIO pins PWM output pins Sensors servos and motors to be used with Johnny Five along with some advanced components such as I2C and SPI You will learn to connect your Johnny Five robots to internet services and other NodeBots to form networks By the end of this book you will have explored the benefits of the Johnny Five framework and the many devices it unlocks Style and approachThis step by step guide to the Johnny Five ecosystem is explained in a conversational style packed with examples and tips Each chapter also explores the Johnny Five documentation to enable you to start exploring the API on your own

JavaScript Robotics Backstop Media,Rick Waldron,Pawel Szymczykowski,Jonathan Beri,Lyza Danger Gardner,Donovan Buck,Emily Rose,Kassandra Perch,Bryan Hughes,Anna Gerber,David Resseguie,Sara Gorecki,Andrew Fisher,Raquel Velez,Julian David Duque,Susan Hinton,2015-04-13 JavaScript Robotics is on the rise Rick Waldron the lead author of this book and creator of the Johnny Five platform is at the forefront of this movement Johnny Five is an open source JavaScript Arduino programming framework for robotics This book brings together fifteen innovative programmers each creating a unique Johnny Five robot step by step and offering tips and tricks along the way Experience with JavaScript is a prerequisite

Learning JavaScript Robotics Kassandra Perch,2015-11-25 Design build and program your own remarkable robots with JavaScript and open source hardware About This Book Learn how to leverage Johnny Five s Read Eval Print Loop and Event API to write robot code with JavaScript Unlock a world of exciting possibilities by hooking your JavaScript programmed robots up to the internet and using external data and APIs Move your project code from the Arduino Uno to a multitude of other robotics platforms Who This Book Is For If you ve worked with Arduino before or are new to electronics and would like to try writing sketches in JavaScript then this book is for you Basic knowledge of JavaScript and Node.js will help you get the most out of this book What You Will Learn Familiarise yourself with Johnny Five Read Eval and Print Loop REPL to modify and debug robotics code in real time Build robots with basic output devices to create projects that light up make noise and more Create projects with complex output devices and employ the Johnny Five API to simplify the

use of components that require complex interfaces such as I2C Make use of sensors and input devices to allow your robotics projects to survey the world around them and accept input from users Use the Sensor and Motor objects to make it much easier to move your robotics projects Learn about the Animation API that will allow you to program complex movements using timing and key frames Bring in other devices to your Johnny Five projects such as USB devices and remotes Connect your Johnny Five projects to external APIs and create your own Internet of Things In Detail There has been a rapid rise in the use of JavaScript in recent times in a variety of applications and JavaScript robotics has seen a rise in popularity too Johnny Five is a framework that gives NodeBots a consistent API and platform across several hardware systems This book walks you through basic robotics projects including the physical hardware builds and the JavaScript code for them You ll delve into the concepts of Johnny Five and JS robotics You ll learn about various components such as Digital GPIO pins PWM output pins Sensors servos and motors to be used with Johnny Five along with some advanced components such as I2C and SPI You will learn to connect your Johnny Five robots to internet services and other NodeBots to form networks By the end of this book you will have explored the benefits of the Johnny Five framework and the many devices it unlocks Style and approach This step by step guide to the Johnny Five ecosystem is explained in a conversational style packed with examples and tips Each chapter also explores the Johnny Five documentation to enable you to start exploring the API on your own [Make Backstop Media](#),Rick Waldron,2015 JavaScript Robotics is on the rise Rick Waldron the lead author of this book and creator of the Johnny Five platform is at the forefront of this movement Johnny Five is an open source JavaScript Arduino programming framework for robotics This book brings together fifteen innovative programmers each creating a unique Johnny Five robot step by step and offering tips and tricks along the way Experience with JavaScript is a prerequisite **JavaScript The Complete Reference 3rd Edition** Thomas A. Powell,Fritz Schneider,2012-07-22 The essential JavaScript resource fully updated Design debug and publish high performance web pages and applications using tested techniques and best practices from expert developers The all new edition of this comprehensive guide has been thoroughly revised and expanded to cover the latest JavaScript features tools and programming methods JavaScript The Complete Reference Third Edition provides illustrative examples line by line code samples and practical development advice from the core of the language to the various standard and emerging APIs supported by modern web browsers This in depth resource covers everything you need to know whether you re trying to understand the fundamentals of weak typing in JavaScript reduce your confusion over closures or perform common tasks like form validation or Ajax calls Explore core JavaScript syntax and data types Investigate often confusing concepts such as weak typing and closures Use object oriented programming the JavaScript way See what changes come from ECMAScript 5 Perform dynamic content updates using DOM methods Handle user generated events with modern event models Modernize form handling with HTML5 and JavaScript Use the XMLHttpRequest object to create Ajax applications Control animation and multimedia content with JavaScript Generate bitmap graphics with the Canvas API Learn

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Unmanned Ground Vehicle Technology ,2005

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